Amendment to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. - 16. (canceled)

17. (currently amended) A method of synthesizing an image with a moving picture using a system including an input device, a memory storing the moving picture and a display displaying said moving picture, comprising:

when replay of said moving picture is stopped at an arbitrary replay position of said moving picture on said display, identifying an image inputted by said input device and position data of said input image and displaying on said display said input image in superposition with the stopped moving picture;

storing information of said replay position of said moving picture;

when said moving picture is replayed from said arbitrary replay position, ~~designating~~ drawing a locus of motion of said image ~~by~~ using said input device to determine position data of said locus of motion of the image with time and storing said determined position data and time data representing when said position data is determined; and

while replaying said moving picture starting from said stored replay position, displaying on said display said image in accordance with said stored position data of the locus of motion and said stored time data.

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18. (previously presented) The method according to claim 17, further comprising adding or deleting said stored position data and said time data representing when said position data is determined in accordance with a designation by said input device.

19. (previously presented) The method according to claim 17, further comprising replaying said moving picture from an arbitrary replay position in accordance with a replay speed designated by said input device.

20. (previously presented) The method according to claim 17, further comprising displaying said moving picture as a background and displaying said image as a foreground.

21. (currently amended) A method of synthesizing an image with a moving picture in a system including an input device, a memory storing a moving picture and a display displaying said moving picture, comprising:

when replay of said moving picture is stopped at an arbitrary replay position of said moving picture on said display, identifying an image inputted by said input device and position data of said input image and displaying said input image on said display;

storing information of said replay position of said moving picture;

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identifying information of a boundary line of an area in which the image inputted by said input device can move and displaying said boundary line on said display;

storing said information of the boundary line of an area in which said image can move;

when said moving picture is replayed from said arbitrary replay position, ~~designating~~ drawing a locus of motion of said image ~~by~~ using said input device to determine position data of said locus of motion with time based on said stored boundary line information and storing said position data and time data representing when said position data is determined; and

in response to replaying of said moving picture starting from said arbitrary replay position, displaying on said display said image in accordance with said stored position data of the locus of motion and said stored time data.

22. (previously presented) The method according to claim 21, further comprising modifying the position data of said locus of motion in accordance with said boundary line information and storing time data representing when said modified position data and said position data are identified.

23. (previously presented) The method according to claim 21, further comprising adding or deleting said stored position data and said time data representing when said position data is written in accordance with designation by said input device.

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24. (previously presented) The method according to claim 21, further comprising replaying said moving picture from an arbitrary replay position in accordance with a replay speed designated by said input device.

25. (previously presented) The method according to claim 21, further comprising displaying said moving picture as a background and displaying said image as a foreground.

26. (currently amended) A method of synthesizing an image with a moving picture in a system including an input device, a memory storing a moving picture and a display displaying said moving picture, comprising:

when replay of said moving picture is stopped at an arbitrary replay position of said moving picture on said display, displaying an image inputted by said input device on said display;

when said moving picture is replayed from said arbitrary replay position, designating drawing a locus of motion of said image by using said input device and storing position data and time data of said designated locus of motion;

while replaying said moving picture starting from said arbitrary replay position, displaying on said display said image in accordance with said stored position data and time data of the locus of motion.

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27. (currently amended) An apparatus comprising a storage medium with instructions stored therein for synthesizing an image with a moving picture using a system including an input device, a memory storing the moving picture and a display displaying said moving picture, the instructions when executed causing a computing device to perform:

when replay of said moving picture is stopped at an arbitrary replay position of said moving picture on said display, identifying an image inputted by said input device and position data of said input image and displaying on said display said input image in superposition with the stopped moving picture;

storing information of said replay position of said moving picture;

when said moving picture is replayed from said arbitrary replay position, ~~designating~~ drawing a locus of motion of said image ~~by~~ using said input device to determine position data of said locus of motion of the image with time and storing said determined position data and time data representing when said position data is determined; and

while replaying said moving picture starting from said stored replay position, displaying on said display said image in accordance with said stored position data of the locus of motion and said stored time data.

28. (previously presented) The apparatus according to claim 27, further comprising adding or deleting said stored position data and said time data representing when said position data is determined in accordance with a designation by said input device.

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29. (previously presented) The apparatus according to claim 27, further comprising replaying said moving picture from an arbitrary replay position in accordance with a replay speed designated by said input device.

30. (previously presented) The apparatus according to claim 27, further comprising displaying said moving picture as a background and displaying said image as a foreground.

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31. (currently amended) An apparatus comprising a storage medium with instructions stored therein for synthesizing an image with a moving picture in a system including an input device, a memory storing a moving picture and a display displaying said moving picture, the instructions when executed causing a computing device to perform:

when replay of said moving picture is stopped at an arbitrary replay position of said moving picture on said display, identifying an image inputted by said input device and position data of said input image and displaying said input image on said display;

storing information of said replay position of said moving picture;

identifying information of a boundary line of an area in which the image inputted by said input device can move and displaying said boundary line on said display;

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storing said information of the boundary line of an area in which said image can move;

when said moving picture is replayed from said arbitrary replay position, ~~designating~~ drawing a locus of motion of said image ~~by~~ using said input device to determine position data of said locus of motion with time based on said stored boundary line information and storing said position data and time data representing when said position data is determined; and

in response to replaying of said moving picture starting from said arbitrary replay position, displaying on said display said image in accordance with said stored position data of the locus of motion and said stored time data.

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32. (previously presented) The apparatus according to claim 31, further comprising modifying the position data of said locus of motion in accordance with said boundary line information and storing time data representing when said modified position data and said position data are identified.

33. (previously presented) The apparatus according to claim 31, further comprising adding or deleting said stored position data and said time data representing when said position data is written in accordance with designation by said input device.

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34. (previously presented) The apparatus according to claim 31, further comprising replaying said moving picture from an arbitrary replay position in accordance with a replay speed designated by said input device.

35. (previously presented) The apparatus according to claim 31, further comprising displaying said moving picture as a background and displaying said image as a foreground.

36. (currently amended) An apparatus comprising a storage medium with instructions stored therein for synthesizing an image with a moving picture in a system including an input device, a memory storing a moving picture and a display displaying said moving picture, the instructions when executed causing a computing device to perform:

when replay of said moving picture is stopped at an arbitrary replay position of said moving picture on said display, displaying an image inputted by said input device on said display;

when said moving picture is replayed from said arbitrary replay position, designating drawing a locus of motion of said image by using said input device and storing position data and time data of said designated locus of motion;

while replaying said moving picture starting from said arbitrary replay position, displaying on said display said image in accordance with said stored position data and time data of the locus of motion.

37. (new) The method according to claim 17, wherein said drawing a locus of motion comprises drawing a locus of motion of said image by said input device on the moving picture under replay on the display.

38. (new) The method according to claim 37, further comprising manually drawing the locus of motion.

39. (new) The method according to claim 21, wherein said drawing a locus of motion comprises drawing a locus of motion of said image by said input device on the moving picture under replay on the display.

40. (new) The method according to claim 39, further comprising manually drawing the locus of motion.

41. (new) The apparatus according to claim 27, wherein said drawing a locus of motion comprises drawing a locus of motion of said image by said input device on the moving picture under replay on the display.

42. (new) The apparatus according to claim 41, wherein the locus of motion is manually drawn.

43. (new) The apparatus according to claim 31, wherein said drawing a locus of motion comprises drawing a locus of motion of said image by said input device on the moving picture under replay on the display.

44. (new) The apparatus according to claim 43, wherein the locus of motion is manually drawn.

45. (new) The method according to claim 17, wherein the image is a still image.

46. (new) The method according to claim 21, wherein the image is a still image.

47. (new) The apparatus according to claim 27, wherein the image is a still image.

48. (new) The apparatus according to claim 31, wherein the image is a still image.